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RELEASES

APR.'85

Crisis on Infinite Earths!

The ***DC Universe*** has been expanding for fifty years, and now, it's going to change! ***DC Universe: Crisis on Infinite Earths*** is the twelve-issue maxi-series that will do it!

The centerpiece of our *50th Anniversary* celebration, ***Crisis on Infinite Earths*** brings together characters from all times, all places, both heroes and villains, to help, or hinder, the mysterious force of The Monitor.

In issue number one over thirty characters gather—to watch a universe die!

Written by Marv Wolfman, with art by George Perez, ***Crisis on Infinite Earths*** is essential for every comic fan. Follow the saga as lives and relationships *change!* As worlds are turned upside down! As good becomes evil! Don't be the only one to miss out on the most surprising, spectacular book in comics history!

Camelot 3000 #12

If any book was ever worth waiting for, ***Camelot 3000 #12*** is it! Mike W. Barr spins a fabulous story about the final fates of the characters that is supported by the rich art of Brian Bolland and Terry Austin. This is not a book to enjoy—it's a book to feast upon!

Apr. Listings

December 11th/January 3rd

Crisis on Infinite Earths #1 *maxi-series*—Watch a universe die in the first issue of this historic twelve-issue maxi-series! Written by Marv Wolfman, with pencils by George Perez and inks by Dick Giordano.

Justice League of America #237—Written by Gerry Conway, with art by Chuck Patton and Mike Machlan, with a cover by Patton/Machlan. Superman, Wonder Woman, and the Flash are back—and they have their hands full in the USSR, at the mercy of the Mad Maestro.

Atari Force™ #16—What's the matter with Taz? Whatever it is, it's *trouble* for the Atari Force! Written by Mike Baron, with art by Ed Hannigan and Ricardo Villagran. Cover by Cullins and Jose Luis Garcia Lopez.

Wonder Woman #324—Wonder Woman must save confront the New Atomic Knight! Written by Dan Mishkin, art by Don Heck, cover by Paris Cullins and Romeo Tanghal.

Best of DC Digest #59—Superman Sagas. Superman is powerful, but no god, so he's helpless to save the Qusrxians, who worship him. Written by Cary Bates, with pencils by Curt Swan and inks by Vince Coletta. Cover by Ed Hannigan and Klaus Janson.

Tales of the Teen Titans #53—The trial of the Terminator begins—and the judge looks awfully familiar! Written by Marv Wolfman, with art by Curt Swan and Mike DeCarlo. Cover by George Perez.

Superman: The Secret Years #3 *mini-series*—The startling secret of Lori Lemaris—and a nightmare come true! By Bob Rozakis, with pencils by Curt Swan and inks by Kurt Schaffenberger. Cover by Frank Miller!

DC Comics Presents #80—Five Legionnaires are lost, and the only way to safety is through a horde of hostile Supermen, and Brainiac! By Paul Kupperberg, with art by Curt Swan and Dave Hunt.

Fury of Firestorm #34—Killer Frost lives again! By Gerry Conway, with art by Rafael Kayanan and Alan Kupperberg.

Vigilante #16—Danger lurks in the subways and the Vigilante goes hunting! By Paul Kupperberg, Alex Saviuk, and Rick Magyar. Cover by Paris Cullins and Magyar. *Deluxe format.*

Jonni Thunder, a.k.a. Thunderbolt #2 *mini-series*—Written by Roy and Dann Thomas, with art by Dick Giordano.

December 25th/January 17th

Batman #382—By Doug Moench, with art by Rick Hoberg and Alfredo Alcala, and a cover by Hoberg and Dick Giordano. The Catwoman's on the prowl—and what does she want this time?

Talent Showcase #16—A scientist/astronaut enters a black hole.Written by Ashley Tillman, with art by Stan Woch and Mark Alexander.

G.I. Combat #276—Colonel von Holtzer returns in "Welcome Back to the Human Race." By Robert Kanigher, with art by Sam Glanzman, and a cover by Joe Kubert.

Superman #406—Paul Kupperberg gives you "The Fight for the Right to be Superman." Guest penciller is Irv Novick, and cover artists are Ed Hannigan and Klaus Janson.

Arak, Son of Thunder #43—By Roy and Dann Thomas, with art by Tony DeZuniga. Facing the god called Gilgamesh is Arak's only hope of saving Valda and Satyricus.

The Flash #344—The prosecution unveils a surprise-witness. By Cary Bates and John Broome. Pencils by Carmine Infantino, inks by Frank McLaughlin and Joe Giella. Cover by Infantino and Klaus Janson.

The Legion of Super-Heroes #9—The Legionnaires celebrate their reunion and defend Hong Kong from alien terrorists! By Paul Levitz, with art by Steve Lightle and Larry Mahlstedt. *Deluxe format.*

Camelot 3000 #12 *maxi-series*—At last, the conclusion to this fabulous maxi-series! Written by Mike W. Barr, illustrated by Brian Bolland and Terry Austin. *Deluxe format.*

Star Trek® #13—In the Mirror Universe, Kirk meets David Marcus—alive! Two Spocks against the Federation! By Mike W. Barr, with art by Tom Sutton and Ricardo Villagran. Cover by Sutton and Bob Smith.

N E W R E L E A S E S

***Omega Men* #25**—Kalista battles Branx warriors in the heart of Euphorix. Written by Doug Moench, with art by Shawn McManus and Pablo Marcos. Cover by Shawn. This is Doug's last issue! And Shawn's first! *Deluxe format.*

***Jemm, Son of Saturn* #8**—Syrra's whereabouts revealed! By Greg Potter, with art by Gene Colan and Bob McLeod, and a cover by Colón and McLeod.

***Amethyst* #4**—The Gemworld is still in turmoil, but Amethyst has disappeared, while Amy faces deadly danger from the boy next door! By Dan Mishkin and Gary Cohn, with art by Kurt Schaffenberger and Romeo Tanghal.

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***Warlord* #92**—Morgan, Shakira, and Krystovar reenter Shamballa on a spy mission. By Cary Burkett. Pencils by Rich Buckler, inks by Bob Smith. Cover by Buckler.

***Blue Devil* #11**—"70 MM Dreams." Dan Cassidy finds villains galore—in the most unlikely places. Story by Todd Klein, art by Tod Smith and Mike Gustovich. Cover by Paris Cullins and Gary Martin.

***Sgt. Rock* #399**—Rock is left for dead amidst the G.I. prisoners brutally executed at Malmed. By Bob Kanigher, with art by Adrian Gonzales, and a cover by Joe Kubert.

Barren Earth* #3**—Two of the most formidable warriors do battle as Barasha and Zengla cross swords! ***And the Old Ones launch a game plan of their own! By Gary Cohn, with art by Ron Randall.

***Infinity, Inc.* #13**—The Golden Age Rose and Thorn are back to menace four Infinitors on their well-earned tropical holiday. By Roy Thomas, with art by Don Newton and Joe Rubenstein. *Deluxe format.*

***Superman Special* #3**—The One-Man Justice League is back—and this time *not* even the Man of Steel can stop him! Written by E. Nelson Bridwell and Len Wein, with art by Irv Novick and Pablo Marcos. Cover by Ed Barreto.

***The New Teen Titans* #7**—The Titans begin a new story! The mysterious winged figure grabs Lilith and all clues lead to Paradise Island. Written by Marv Wolfman with art by Jose Luis Garcia Lopez, Romeo Tanghal, and cover by George Perez. *Deluxe format.*

***Batman and the Outsiders* #20**—Halo is confronted by two villains from Black Lightning's past! Mike W. Barr, with art by Jim Aparo.

***The Swamp Thing* #35**—A nuclear-poisoned madman is loose in the swamps—and murder is on his mind! By Alan Moore, with art by the team of Stephen Bissette and John Totleben.

***Who's Who: The Definitive Directory of the DC Universe* #2**—From Automan to Blackhawk! Including all the Batman members and Blackfire! By Len Wein and Marv Wolfman, with art by Perez, Kubert, Kane, Barreto, Cockrum, etc.

***Green Lantern* #187**—Despite the awesome powers at his disposal, the *new* Green Lantern needs help—and guess where he finds it! Story by Paul Kupperberg, with special guest artist Bill Willingham.

[illegible]

Action Comics* #566**—Superman and Captain Strong sail the Bahamas in search of the Fountain of Youth—and discover something even more fabulous! Written by Craig Boldman, art by Ron Randall and Karl Kesel. ***Plus—a story by Mindy Newell, art by Bender and Oksner.

***Detective* #549**—Discover the startling secret of Harvey Bullock! Believe us, you won't believe it! By Doug Moench, with art by Pat Broderick and Bob Smith.

***Jonah Hex* #90**—Written by Michael Fleisher. Gray Morrow joins as artist—penciller and inker! "Star Light, Star Bright, First Star I See Tonight!"

***Tales of the Legion of Super-Heroes* #322**—Dawnstar—a killer? Brainiac Five—kidnapped? Find out as they are both forever "Lost Among the Missing!" By Paul Levitz and Mindy Newell. Art by Dan Jurgens and Karl Kesel.

***World's Finest* #314**—Does the newly opened Gotham Bridge have a structural defect that will cause the death of thousands? By Joey Cavalieri, with art by Stan Woch and Alfredo Alcala.

***All-Star Squadron* #44**—Tommy Dorsey Plays! Frank Sinatra sings! And Baron Blitzkrieg attacks! Talk about your wild parties! By Roy Thomas, A. Jones, and Pablo Marcos.

***Arion, Lord of Atlantis* #30**—The magic is back, and so is Arion co-creator Jan Duursema, to provide art for this unique epic! This is the first of a four-part series within a series! Written by Paul Kupperberg.

***Spanner's Galaxy* #5** *mini-series*—On a mechanized mining planet, Spanner and Gadj are caught in a chain of brutal, inexplicable murders! By Nicola Cuti and Tom Mandrake.

***Sun Devils* #10** *maxi-series*—"The Final Hour Book One" begins the last trilogy of the Sun Devils maxi-series. Three covers become one! By Dan Jurgens, with pencils by Jurgens, and inks by Steve Mitchell. *Deluxe format.*

America Vs. the Justice Society of America* #4** *mini-series*—Startling conclusion to the JSA's most important case ever! ***Plus—the secret behind the Batman Diary! Written by Roy Thomas, with art by Howard Bender, Alfredo Alcala, and Jerry Ordway.

***V™* #3**—Julie, Donovan, and the Resistance come face-to-face with the Visitors' most dangerous gambit yet! Written by Cary Bates, with art by Carmine Infantino and Tony DeZuniga, and a cover by Ed Barreto.

DC People...

Alan Moore Speaks with Lynn Vannucci

Alan Moore came from his home in Northampton, England, this past August, to meet with ***The Swamp Thing*** creative team, I, naturally, jumped at the chance to talk with him: he's the writer of ***The Swamp Thing, DC's*** fastest-growing fan favorite When I met Alan, I got more than I expected. Yes, he's a true eccentric, as I expected from his work. Yes, he's got the intelligent, curious mind that his work reflects. He's also got a gentle humor, an unpretentious ease, and a face that lights up like the Empire State Building at night when he talks about things that move him, such as his family.

As Alan and I walk down the streets of Manhattan, from ***DC's*** offices to the studio where our interview is to take place, I notice that he's making a detailed study of the people that we pass, and the bits of conversation that we hear.

AM: ***The Swamp Thing*** takes place in this country, and I've got the opportunity now to know if I'm capturing the personalities, the speech patterns, the idioms, of Americans correctly.

LV: Lots of people, judging from the success of the book, seem to think you're doing very well. Len (Wein, co-creator of ***The Swamp Thing***) told me that he thinks your work on the book *"dwarfs"* his own. (See January's ***DC People.***)

AM: I wish Len wouldn't say things like that! It puts an awful burden on me. Gives me quite a lot to live up to.

LV: Definitely a mutual admiration society...

Tell me, is this the first time that you've met Steve Bissette and John Totleben? (Swamp Thing's artistic team, based in Vermont and Pennsylvania respectively.)

AM: Yes, it is.

LV: How do you coordinate your work, being so distant?

AM: Voluminous correspondence! Steve and John are great, just great. We spent the last few days together, in Vermont, brainstorming new ideas for Swamp Thing. It was wonderful to finally have the chance to sit and talk with them.

LV: Do they help you with the actual writing of the book?

AM: They send me ideas all the time, news clippings and the like. And I can't imagine better artists in terms of translating what I write into the visual.

LV: When you write ***The Swamp Thing,*** how do you get yourself in the mood?

AM: I sit in a tub of mud and lug worms...

LV: Now, answer me seriously...

AM: In a way, it is serious. I sit in front of a mirror and try to make myself the character. For instance, Swamp Thing... How does it feel to live in a body like that? Is it heavy, comfortable, how would he walk, move? It's important that I feel what the character is feeling, or I wouldn't be able to be true.

LV: What about the horror in the book? It's truly terrifying.

AM: If you write a funny story, and you don't laugh, you can't expect anyone else to. When I write the Swamp Thing, if I'm not scared, I can't expect anyone else to be. What scares people today is not a werewolf jumping out at them, it's nuclear war, bugfare. I try to reflect those fears in the book, and sometimes, I reduce myself to slobbering terror in the course of writing it.

LV: How does your family handle that?

AM: My wife, Phyllis, is fairly used to it. Even my daughters, they are three and six now, are getting used to it. They see Daddy coming down the stairs with a sort of strange expression on his face, and they know I've been writing Swamp Thing. They leave me alone!...

The rest of us, of course, won't leave Alan alone. We'll demand more of the same wonderful stuff that we've been getting from him. Look for Swamp Thing to face nuclear terror. Look for Alan to *write* ***Superman*** in upcoming ***DC Comics.*** And look for a special documentary on Alan Moore at comic conventions and stores later this year!

DC Trivia...

After fifty years of publishing comics, ***DC's Universe*** is fairly bursting with fabulous trivia! Here's your chance to show off what you know!

Each month in this feature, we're going to ask you three questions about the history of the DC ***Universe.*** Put your answers to these questions on a 3 x 5 card *(only entries submitted on a 3 x 5 card will be considered)* and mail them to: ***DC Trivia, c/o DC Comics, 666 Fifth Avenue, New York, New York, 10103,*** before the deadline date. (This month's entries must be postmarked by *February 1, 1985.*) Don't forget to put your name and address on the card, so you can be contacted when you win! That's all you have to do! If all three of your answers are correct, you will be eligible for the drawing that will determine that month's Trivia Expert!

And what does the winner get? First, a mention in this column, saluting him or her as the Trivia Expert he or she is. *And* an incredible prize, like the one we're offering this month: a complete set of ***Ronin,*** autographed especially for the winner by Frank Miller!

So, get your pens ready. This month's questions are:

1) In what issue did we first see the Green Lanterns convene?
2) What is Clark Kent's address?
3) Where did Supergirl first establish her headquarters?

Good luck!

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